

Our Biggest Code List Yet! Including Chrono Cross, Dave Mirra, and Tony Hawk 2!!

WWW.GAMESHARK.COM

ISSUE 27 OCTOBER, 2000

# GAMESHARK™

## MAGAZINE

### Parasite Eve II

More Germs, and even better: more Aya!

### WHAT'S IN A NAME?

FNG takes you inside the text editors for GameShark

**Dave Mirra**  
freestyle  
**BMX™**

The man can do wonders with a bike, and we've got the scoop on his first PlayStation game.

## The Only Constant Is Change

September has been an interesting month, with everything changing around me. The month started off with my personal home computer finally dying after 5 years of faithful service, and then finding my PlayStation finally up to its last CD before being retired to the shelves and graveyard. Also, since that my lovely teenage son completed my 5 hours worth of *Village Profile* save data, and you have a digitally mastered up version. With nothing to do at night, I began to watch TV, at least the 2 channels I actually get reception on. One of those had the football game on.

Now here I am on Monday morning, the day after the Baltimore Ravens played a ball of a good game of football by scoring from a 17 yard field goal in the first half to beat the Jaguars by 3 points. It was exciting. I screamed, I howled, I danced, even slapped my thigh in my living room watching the game. The funny thing is, I think again. At least, I did so I scored some fans. With no computer access, I discovered new outlets for my free time. Tonight I'll be watching Monday Night Football with a bag of salsa chips, a half of salsa, and a bag of 3 liter of root beer. I'm not sure how much I'm playing tonight, but I know it'll be fun. Heck, I even started watching for a half hour a day to try and try to make out of things. It's a weird feeling, the change of pace in my life. But change is always happening, so it's just time to adjust with it.

Speaking of change (just like a giant back-in or what?), GameShark Magazine has a new section to it, beginning Constant. There are codes that stand out from the normal Constant list of codes that the leading code works, but is doing, and deserve a little bit more attention. The issue we're also added out the code list and due to this to bring you back the amount of starting new GameShark codes. The page demanded it and you guys got it. We're huge code bag and new codes, so it's now up to 20 pages. That's pretty big for a full page newsletter with no advertising. I want to make sure that we're reminding the space we have left the stuff you want. If you have any questions, suggestions, tips, or requests, contact me in some.

That aside, the only other item I should tell you is the PlayStation 2. By the time you read this, you'll be days, if not hours away from Sony's huge model we going on public display and available for purchase. The first few months of 20-40 game will be in the history books. The question that remains is if the PS2 will indeed follow up on the previous 3 consoles. From the input code, things don't look so rosy. We've got a line of the machines here at the office, and our developers are getting more of a workload than the Sony machines. This is due to software. While the PS2s appear interesting, almost second as well, the PlayStation has been having almost no real play. *Beats de Angels* is a risk, and the first released *SNK vs Capcom* expect the 2D fight has drawing of over the place. The system has really proven itself lately, and it's not that Sega isn't doing more to promote the system's growing library of titles games. With its \$199 price tag and new \$25 game price level, the PlayStation will be more than a formidable foe against the supposed juggernaut of Sony's whips. If nothing, the PS2 is currently watching more than an out-of-control DVD player. Like everything else in my life, hopefully that will change.

Jason Drazak  
Editor

## OCTOBER 2000

## MAILBOX



Dear Dullman,

I am currently using a GameShark Pro Version 3.5 with *Thrash: Rage Wars*. Once this game ended one of these codes that has to stay on constantly, because I have found no such code on your website. I did find one on a website that isn't all with you guys, but then the game started to work automatically (you should) and after about 30 times it ended the information from my save pack.

My question are:

1. Does *Thrash: Rage Wars* require a keycode that I am not aware of?
2. Does the game require a keycode that I am not aware of?
3. Are there any new version codes that I should be aware of, that you guys did not list?

Thanks for reading and listening,  
Terence Alexander K.

1. No it does not require a KEYCODE.
2. It does not require a keycode, but it looks a lot better when you have one.
3. When it comes to your website, what you see is what you get. If there is a special procedure or method to get the codes to work, it will be specified on the site.

-Dullman-

Dullman,

I have just purchased a GameShark pro 3.5 and also bought the game *Perfect Dark*. I find out *Perfect Dark* on the GameShark Pro and it did not work so I came to the GameShark website and it said to use the 2nd key code. So I used the 2nd keycode and used other game codes off your web site for the game. When I put them on and tried to play the game, the GameShark went off, as well as the TV. I disabled your website, and don't quite understand the solution to fix it.

Sincerely,

Gary

Gary,

1. First all you need either a 3.3 or a 2.5 for the GG codes to work. So you're fine on that.
2. You need to make sure the Code Generator is set to OFF before playing the game.
3. You do need to use the 2nd Key code, so you're okay on that.
4. There are two sets of codes for the game. Those for Low Res mode (no expansion pak used) and Hi Res mode (expansion pak is used). You can not cross those codes, so make sure you use only the proper codes depending on if you are using the GameShark or not. This should take care of any of problems.

-Dullman-

Dear Dullman,

I would like to know if GameShark.com recommends any other sources for legitimate GameShark codes. I have seen some interesting codes at other locations but since they don't appear on your website I was wary of using or trying them. I have Max Tre's, someone for PS1 and was hoping to find a legitimate code to give infinite ammo, full or stop the timer. But so far I have only found them off your site, but don't want to damage my reputation.

Any suggestions?  
Nagato

Most other sources are fine... It's just you are not "guaranteed" what you can do to test one code at a time. If something abnormal occurs remove it and move to the next one. But all sources publish test codes. It's just that you're not your own test to test them.

-Dullman-

## DANGEROUS DESIGNS

Yeah! You guys are really making my job difficult. After last month's call for artwork, I got swamped in tons of excellent drawings and doodles. The quality is amazing and actual drawing is really amazing, and there are even a few little surprises to the inner circle. I'd be happy to say that I was completely torn as to who would be winners. After some lengthy debates, we agreed to show off the top 3 pictures of the issue.

The big winner this time around is Dan Kelly, who submitted a great picture of Evil Ryu from the Street Fighter series of games. What was really cool was Dan's artwork of the entire whole scene. There's a real something about him that bright red eyes that pushed him one into the winner's circle. The runner-up, which seemed to be the winner of many, came from Josh Taylor and Chris Goodfriend. Josh did a long-up job of portraying Don from *Ray's Legend of Dragon* game. The third is really new, he even showed the individual winners in the month's bundle! Chris' *Wild Arms* picture also showed me over with four characters and a good understanding of the story. Again, very nice work guys, your prize are on the way!

Finally, something I think is a bit for you, you probably any game magazine, a family fun book, or even a work. Anthony and Gopher Jones each recently submitted artwork, but we got them at the same time. It's great to see a young brother and sister enjoy the same past time and both participate in the Dangerous Designs section. They both were beautiful and a flower. It's nice to see something other than your video game characters in the pile of masterpieces.

Well, that makes the naming list of cool things include a brother and sister, leaving a little bit of design, and some other interesting artwork. The drawing has been put in the follow article. Get drawing, and we'll see you next issue!



Send your Dangerous Designs artwork to the Dangerous Designs Editor, 1000 P.O. Box 1000, West Nyack, NY 10994-1000

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Editor: Jason Dvorak

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Lik	Chris MacBrian
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Sighting: Andy Kaufman

## Subscription Information

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## Dave Mirra freestyle BMX



### Review

This gives you the story on the first game that gave rise to the freestyle BMX.

### F.A.Q.

Everything you ever wanted to know about the Dave Mirra Freestyle BMX.

### Trick Guide

FNG shows you how to perform the toughest tricks and combos available in the game.

### Interview

Interview with Shawn Boon, Senior Producer of Dave Mirra Freestyle BMX.

## PSX CODES

Millions! - Unlimited Energy  
 Omega Cross  
 Sargent Kim  
 Dave Mirra Freestyle BMX  
 CPM M3 Super Night  
 Expensible  
 At. Rac. Van Race Academy  
 NFL Blitz 2001  
 NFL Game Day '99  
 Formula One 2  
 Stadium VR6 Survivor  
 Spider-Man  
 Tetsuo 2  
 Tony Hawk's Pro Skater 2

## N64 CODES

Kitty 4x  
 Mario Tennis  
 Perfect Dark  
 Rayman 2: The Great Escape  
 Turok 3: Shadow of Oblivion

## GBC CODES

Austin Powers: International Man of Mystery  
 Monkey Monkey: Monkey Brawl  
 Frogger 2  
 Perfect Dark  
 Spider-Man  
 Teeny Bacter: Sporting Leans Craft

## DC CODES

Post-Apoc 4  
 S3  
 P-1 World Grand Prix  
 F20 Challenge  
 Arsenal vs. Capcom  
 486: Blue 2000  
 Batman Returns  
 Power Stone 2  
 San Francisco Rush 2049  
 Street Fighter III: Double Impact  
 Ultimate Fighting Championship  
 World Series Baseball 2K1



Category's Road  
 Category gives back into some memories with Trip Hawk 2.



Game Release Schedule  
 Can't wait for that one game you want? Try to know what's coming out on PSX. Check here for all your handy wants.



Remains:  
 Perfect Dark (GBC)  
 Spider-Man (GBC)  
 Rock-A-Dance 2 (PSX)  
 GCM Academy Rule (PSX)  
 Madden NFL 2001 (PSX)  
 Academy 2000 (DC)  
 Mega GP (DC)  
 Terminator (DC)  
 Turok 3: Shadow of Oblivion (N64)  
 Nintendo: The Legend of Zelda (N64)  
 Mario Tennis (N64)



Signature Code  
 Check out the coolest codes you'll ever see in the GameShark. Be a pro, you'll be able to use in the future games on the future games to do, sign, fighters, and endless weapons (and).



To Rock With It  
 This issue we present a very special and extremely in depth look at how you can modify characters name in PlayStation and Nintendo 64 games. The process is quite involved, but if you follow along, you'll be in naming people in no time. And think, you can have Category like an expert! Also, how to construct a code list to update to the GameShark.



Protein Eve 2  
 NPC characters' behavior will expand upon the many virtues of this new title from Squaresoft.



The 1/10s  
 Find out about the biggest wheel interest has ever known.

## INSIDE BACK COVER

GameShark Upgrade Policy

GameShark Frequently Asked Questions

GameShark Magazine Subscription Information



My back hurts today. No special reason, I just slept in an odd bed last night. I'm getting old. I remember living at the beach, looking at them day and calling the table at night, 'cause all of the spots were taken, and so I'd go sleep on the table. Now I go sleep in one of those beds you see on commercials, the ones that are too expensive. One house, please.

They mark 2 for the past four days at work, trying to justify it by building some of the parks I visited, like Landonville and Lutherville and Ocean City. The game really isn't realistic, but I remember what filling was like, I remember how happy I was just to get two feet above the ground before!

credited to the fact because I popped too far out from the transition. I never was too good at vert ramps something about using a longboard with really loose trucks. I imagine No, I like the fact that THP52 isn't available, I can now do the tricks I was never able to, along with the ones that I could actually pull off

I spent close to half a school year skating at Lansdowne, the great concrete park of the East. I missed close to eighty school days of my Junior year, and about the same of my Senior, many of which were spent at said park.



Most of my high school days started with roll-call, line up, I would wonder the halls to go where I wanted to listen, and trying to find who had a car that we could start into driving us around for the day. My Towardi George was usually a good bet. Towards the end of the year a cup of coffee would buy a ride out of school, and a wacked Redskins and sometimes DC if we were feeling especially adventurous. George wasn't the best shooter, but he had patience, and didn't mind falling as much as the rest of us. So he let others shoot. I was never a great marksman. A quick start, but I had to grab a few free Cleveland from George's brothers, who had the pretty stateful of Cleveland (a few Philadelphia).

Then it was off to Steve's home to play some Nintendo. At the time I had a job at Toys 'R Us, and several carts came home with me. You're supposed to stand from work when you're young. I don't know why. So, a little Tap Dan, some Batman. God that game sucked, and then it was off to sleep.

After grabbing our required Gasade for the day we hit Bern Rd, parked, and staked up the path to my favorite place. You passed between a set of townhouses and emerged from the trees to a football field filled with wonderfully flowered concrete. Hardly a touch



anything except for the water edges, this was built in the 70s, for speed. And then it began, carving down the top snare run that dumped into a large shell-type ditch, then carving left to hit the spine between the sand bowl and the larger ditch area with all of the moguls. A few snare runs to get the total flowing, then most of the time was spent in the large ditch area putting it's over the "bowl" to the big blue faces to the

that ditch, came around the bowl pit, hit the parking blocks and shoot up the opposite high wall like a nice slide. The lines at that park are ungodly, once discovered. Somehow we once had the consolation to stop there all day. I went a few years ago and could barely manage to host.

So here I am playing the Linderoode Park on the PlayStation. It's still quite the same, but it sure has brought back some fine memories. Thanks to new features in many games you can now create your own parks for Skateboarding and BMX. And if you're a fat, old bastard like me you'll at least have the memories as you fly through your old favorites. If you have a Deluxe check out its favorite parks, and if you don't, get one. They're cheap, and great for swapping stories and memories "half." God, what a cheesy ending.

### GAME RELEASE SCHEDULE

## DELMAR, DE

[illegible][illegible][illegible]

October 24, 1999
October 26, 2000
October 24, 2001
October 24, 2002
October 20, 2003
October 20, 2004
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October 20, 2095
October 20, 2096
October 20, 2097
October 20, 2098
October 20, 2099
October 20, 2100

GAME BOY

[illegible]

October 13, 2000	Superman
October 13, 2000	Narvikling Point
October 13, 2000	Allen Baumgarten
October 12, 2000	Pro-Patrol: Kowalewicz, Journey
October 12, 2000	SDPE Dublin: Ginter, Ron Pothier
October 16, 2000	P1 Championship III
October 16, 2000	Hugh, Ken Lippert &
October 16, 2000	Southwest 2000
October 07, 2000	Tom & Jerry in Motion: Troy
October 07, 2000	New South Wales, Australia

Rank	Artist	Album
1	Destiny Fyfe	1000
2	Destiny Fyfe	1000
3	Destiny Fyfe	1000
4	Destiny Fyfe	1000
5	Destiny Fyfe	1000
6	Destiny Fyfe	1000
7	Destiny Fyfe	1000
8	Destiny Fyfe	1000
9	Destiny Fyfe	1000
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11	Destiny Fyfe	1000
12	Destiny Fyfe	1000
13	Destiny Fyfe	1000
14	Destiny Fyfe	1000
15	Destiny Fyfe	1000
16	Destiny Fyfe	1000
17	Destiny Fyfe	1000
18	Destiny Fyfe	1000
19	Destiny Fyfe	1000
20	Destiny Fyfe	1000

[illegible]

## GAME SHOW

- Belarusian Solid
- Mikamato II Story
- Ancient Egypt
- Ft. Thompson, Jan-Wil
- Army, June 9
- Gallatin
- World Democratic League
- Anglican Work
- Russia Collection

October 11, 2008	Wetland Ecology
October 12, 2008	Wetland Home
October 15, 2008	Wetland Home's Animal Adventures
October 16, 2008	Wetland Home's Animal Adventures
October 18, 2008	Wetland Home's Animal Adventures
October 19, 2008	Wetland Home's Animal Adventures
October 20, 2008	Wetland Home's Animal Adventures
October 21, 2008	Wetland Home's Animal Adventures
October 22, 2008	Wetland Home's Animal Adventures
October 23, 2008	Wetland Home's Animal Adventures
October 24, 2008	Wetland Home's Animal Adventures
October 25, 2008	Wetland Home's Animal Adventures
October 26, 2008	Wetland Home's Animal Adventures
October 27, 2008	Wetland Home's Animal Adventures
October 28, 2008	Wetland Home's Animal Adventures
October 29, 2008	Wetland Home's Animal Adventures
October 30, 2008	Wetland Home's Animal Adventures

October 10, 1989	Tolson: Big Transformation
October 17, 1989	The Service Not Enough
October 19, 1989	E-legend 1
October 21, 1989	Whitecollars
October 22, 1989	Big CCC: Greenland Super-Center
October 23, 1989	Mighty Duke Street Road
October 26, 1989	HPL/GuestCity 3501
October 28, 1989	Selling dirty yard
October 30, 1989	
November 14, 1989	

October 14, 2000  
October 14, 2000  
October 14, 2000  
October 10, 2000  
October 27, 2000  
October 20, 2000  
October 16, 2000  
January 30, 2000

# Dave Mirra freestyle BMX



Skateboard and snowboard fans have always had plenty of cool games to play on their home consoles, but the Freestyle BMX fans have always been left out in the cold, that is, until now!

I had the same of this game for weeks, and I couldn't stop playing, so I was a bit concerned when I received the full version of **Dave Mirra Freestyle BMX**. I was afraid my wife and son would never see me again. Well, I've had **Mirra BMX** for about a week now, and I was right, I can't seem to take this game out of my PlayStation for more than 45 minutes at a time. (Just long enough to let the wedding in my thimble go down and visit with my wife and son.) So what's so special about this hot little Accolade title? PLDNTY!

I have to admit I was a bit worried about how this PlayStation title was going to look, since I've been playing the next generation systems so much lately. Much to my surprise, I found the graphics to be much better than average for the PSX. I was also a bit worried about the sound quality of this title, especially since 90% of the time I find myself turning the background music off the minute I find the options menu. Unlike every other PSX game I've played, turning the music off was the last thing I wanted to do. I actually had the sound effects turned down a bit so I could groove to the excellent soundtrack while I was grinding, tail whipping, nose picking, and back flipping my way to the gold medals. I can't say enough about the soundtrack to **Dave Mirra Freestyle BMX**—especially when there are some excellent tracks from some top artists: Planet, Cypress Hill, and Sublime, just to name a few! The controls are right on, you can do anything from a basic Bunny Hop to a Double Tail Wing Kickflip! Pulling off, and landing all some of the more insane combos can be a bit frustrating at times, but they do take long to master. There are over 5,300 tricks to master, so you've got to start practicing if you want to take the gold in all of the Pro Tour and Accolade Max Games!

So there are plenty of tricks, and there's a great sound-track, big deal! Well, indeed, that's not all, there are plenty of little extras packed onto this little black disc to keep any BMX fan in front of their PlayStation for weeks! There are hidden characters, extra bikes, different outfits, cheats and tricks to unlock, not to mention some

killer multi-player modes as well! What do I mean by "killer multi-player modes"? Well, one of the truly "killer" multi-player games is called **Wipeout**. In **Wipeout**, each player gets 3 chances to pull off the biggest, roughest, most horrendous crash possible; the player who can inflict the most bodily harm to a single crash is the winner. The only thing this game is missing is a pack editor, so we'll have to keep our fingers crossed for a sequel to be released an era of the next generation console!

The only problems I've found with **Dave Mirra Freestyle BMX** is the clipping. There's nothing like riding down a ramp, leaving your front wheel full through the ground and end up in the no-man's-land of edge-game space. Since this doesn't happen too often, it's not easy to overlook and keep on playing. After all, you've got to complete all of the "Survive Challenges" and take home the gold to unlock that special something, now don't you?

Here's the bottom line, **Dave Mirra Freestyle BMX** is one of the best games that has hit the PSX in quite some time! I don't usually play a game from start to finish without a GameRank anyone due to lack of time, and my shortening attention span, but **Dave Mirra Freestyle BMX** is too much fun to simply throw on a few codes and unlock everything. I suggest playing this game with each character from start to finish to fully enjoy what **Dave Mirra BMX** has to offer before enhancing your game play with the GS. There are very few games that I would recommend spending hard earned cash for, but this one is definitely worth every penny! A big fat THANK YOU goes out to Accolade, Dave Mirra, and Z-Rush for making a great game for all of the BMX enthusiasts out there! ... Why are you still reading this? Go get your grand one!

PHG

## FAQ

**Q: How many bikes are there to choose from, and what brands?**

**A:** There are 4 standard bikes and 1 secret bike for each character. There are 5 Mirra, 5 Sam Holden, 5 Mirra, 5 Kopy, 5 Specialized, 5 DK, 5 Garcia, 5 Slim Jim, and 5 Amish bikes. (Now that's a lot of bikes!)

**Q: How do I unlock these bikes?**

**A:** Complete each stage Pro Challenge to unlock new bikes, and unlock bonus bikes by taking the gold medals in the Accolade Max Games.

**Q: How do I unlock the cheats in the options menu?**

**A:** You'll have to play through the game with each of the riders. If you complete the hardcore challenges of each stage, and place 1st in all of the Pro Tour/Accolade Max Games, you'll unlock all kinds of goodies.

**Q: Is there any new way to grind long distances?**

**A:** Speed and balance are the best ways to hold a grind. If you find yourself losing your balance, try hopping into the air and centering the grind to get the longest distance possible.

Check out page 13 for a Dave Mirra Freestyle BMX Trick Guide and page 16 for an interview with Shaun Roney, Senior Producer of Dave Mirra Freestyle BMX.

## Blaster Master: Enemy Master

By Woody Dunn

If you only guess can be considered the Game Boy's specialty, it's the 2-D side scroller. Blaster Master brings before us a nice addition to the Game Boy's lineup. The graphics may be a little better even than to the other "Warrior" titles. There's a lot of action, but the gameplay is there, and that's what counts. If you like old school Blaster Master games, or even more when you add Metal Slug type games, there's a real good chance that you'll be into Blaster Master.

Blaster Master opens with a disjointed story-line of celebrating a birthday. Don't know what I'm saying trying to figure it out. I like and it made my head hurt. Luckily a story is not required to enjoy this game. The basic plot of the game is the idea of driving a tank through underground obstacles, and occasionally jumping out for ranged-fire attacks. Moments later you find you're not at all sorts of tanks, just a power-up, and then you're in a really bad situation. I have to think about this. It's a fun. Sometimes better and sometimes worse. Anyway.

The graphics are okay, not really impressive.

One in point are the controls. It's not really too complicated. It's easy to play and the controls are not too bad, and good enough to play. But they're not really too bad, and good enough to play. But they're not really too bad, and good enough to play.

It's all about the gameplay here! This is where

Blaster Master really shines. When it comes down to it, games are fun because of they are fun, and that's what makes you think a little. That's not what's going on at all about it, but it's really what Blaster Master is. You have to jump, shoot, and move. It's not really too bad, and good enough to play. But they're not really too bad, and good enough to play.

It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most.

## Perfect Dark

By Nick

This is quite possibly the best Game Boy game that you'll ever play. It has everything that you'll ever want in a portable game. And Game Boy games are in the best. It has a hard time getting through the last few minutes of your play, but it's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad.

This has to be the most graphically intense game that has ever been on the Game Boy. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad.

It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most.

This game is to die for. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most.

For a title game like this, it's really not too bad. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most.

Platform: Game Boy  
Genre: Action  
Developer: Sisoft  
Publisher: Sisoft

OVERALL RATING: 7.5  
Graphics: 7.0  
Sound: 8.0  
Control: 8.5  
Fresh Factor: 7.0  
GameLife: 7.0



## Spider-Man

By Edgemoor

Spider-Man is an amazing title. It's a game that's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad. It's not too bad.

With excellent looks and graphics that are quite high-end for the Game Boy, and sound that is actually hard to hear, Spider-Man is a well-designed and beautiful. The best of the game is the story-line. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most.

Gameplay is also great. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most.

## Blaster Master 2

By Nick

It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most.

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It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most. It's a little better than most.

Platform: Game Boy  
Genre: Action  
Developer: Sisoft  
Publisher: Sisoft

OVERALL RATING: 7.5  
Graphics: 7.0  
Sound: 8.0  
Control: 8.5  
Fresh Factor: 7.0  
GameLife: 7.0



Platform: PlayStation  
Genre: Action  
Developer: Sisoft  
Publisher: Sisoft

OVERALL RATING: 8.0  
Graphics: 8.0  
Sound: 8.5  
Control: 9.5  
Fresh Factor: 9.0  
GameLife: 9.0





## REVIEWS

## 567777

By the Assembly

Sumner left a game so much so input. You rise Sumner from an egg through several evolutionary stages until he is advanced enough to take care of himself. Along the way you have to interact with the virtual world in order to bring him through life as well as solve several challenges and riddles along the way.

If you're fond of mass media, this game isn't for you. The only action in *Seamus* involves dodging/flicking the controls, holding him out of the water, some eating and some slight camouflage. For the most part this game isn't scary, it's like playing *Seamus* for the most pleasurable scurrying (though the use of a *sepiophore* teamed with the game) with a water control and some sea questions, gives you his behavior, about city, and wild scenarios, by answer some questions.

There isn't much background variation in the game since few scenes pretty much live in only a few settings. However, the animation of the characters and the design is all top notch. Screenshot 1 shows us a human, his journey to fight at the end of the

sound is the key element of this game, but not is the total value given by. This phase is dependent upon sound through vibrations. You might be. Seem to give a microphone which would naturally will give the usual difficulties with some voice-related software. The reason for this is that it is a completely local. Seem to really only recognize a few words that he responds to. And when he fails to let's really talk to you, with an occasional phrase for answer; and thus the game proceeds based on your childhood in childhood is perfect, and the location

1. The control is not too difficult. You use the controls of your Seamus and the larval cage. You can see what's up, you can click him if he goes too far and you can the computer feed your creature. All is effective.

he can't just let it go. "I'm going to keep it up," says the 29-year-old, who is supported and encouraged if for no other reason than the hope that some other game developer somewhere will make another truly weird and unique game.

Platform: Linux  
 Owner: [redacted]  
 Developer: [redacted]

Devotional and  
Sama Authors

OVERALL RATING:	9.0
Graphics:	8.0
Sound:	9.0
Control:	10.0
Fresh Factor:	10.0
Gameplay:	8.0



## Hercules: The Legendary Journeys

100% Satisfaction Guarantee

their attempt with Here is a bit more promising, but still not up to par with the current standard of relevance.

This free sequel to *Tibia* has decided to use a slightly RPG-based action-adventure engine with an emphasis on puzzle solving. Puzzle strings are what you need to find new items, and then each successive item is discovered through the results of the previous item. The majority of the game is spent as individuals hunt down objects that are in the game.

When compared to Sequoia, the most noticeable difference is the price. It's the graphics. Rather than be filled columns, we're presented with bright, nasal and mountain views. Human models are a bit on the low side, as you'll begin to see the line 3 or 4 model. Through each lens. Add to this problem some serious lighting, and a lack of a map feature, and you

The space themselves seems very unimportant to a real god being. The first news you come to his, you feeling is "He's free for a longer good, and after that it means finding someone out, and getting someone else since that. And we a devoted as an employee of [www.sandwich.com](http://www.sandwich.com) to [franchise.com](http://franchise.com). There's a certain flow in the store collections too. As you feel aspects, Hercules will NOT pick it up until it's needed. That

There's a lot of handwriting you happen to find specific to some before you get to the appropriate menu. This looks as serious as possible, but it's also good to know to use it as often as possible with the archive, because there's no online option. You can only write a previous one.

Handwriting is the first line of the page, and is easy to use. A small number at the bottom of the screen lets you know when a choice to do something is possible, which can be a bit of a guesswork. The first line of the page, but it's not as clear as the other, so it's a bit of a guesswork. The first line of the page, but it's not as clear as the other, so it's a bit of a guesswork. The first line of the page, but it's not as clear as the other, so it's a bit of a guesswork.

4. While Hercules does little to improve the "Rental Only" selection of games, it does offer slight bonus of enjoyment if you've already played everything else.

Platform:  
Genre:  
Developer:  
Publisher:

Wintawada 6-4  
Adventure  
Thru  
The

OVERALL RATING:	5.0
Graphics:	5.0
Sound:	4.0
Control:	5.0
Fresh Factor:	3.0
GameLife:	5.0



turok = shadow of oblivion

By This Day

The Tank series adds yet another installment with *Tank 2: Shadow of Oblivion*. While it can't stake claim as other First Person Shooters such as *Perfect Dark*, it still packs enough punch to hold its own. A lot has changed since the days of the original *Tank: Dinosaur Hunter*; a lot has changed. Since then other FPS such as *GoldenEye 007* and the latest *Perfect Dark*, the Tank series has taken a sliver and to those have titles.

Stories of *Delicious* contain a rather well thought-out single-player adventure. You take the role of either Henry of the Flavored Palace. You can choose either Jennifer or Joseph Flavored. You visit the East Turks and the First House for married. About 15% of the time changed back on the character you choose. Joseph has a deeper character than Jennifer. Jennifer is a bit more of a simple, more expert. *Delicious* also includes a multi-player mode that has plenty of options to choose from. Multiple game modes such as Destruction and Honesty. The spread out over 40 individual maps.

*Turk* is a very good impression as far as game rules and control, but it still looks pretty good when you build a new world from the inside. The world is made up of a lot of high hills. The best place to begin to climb up is 4-player mode, but not just 100 to 100's 100's.

Turk's controls are the same for 844 shooters, and they follow the same pattern in *Blade Runner*. Those that are fans of Turk and Perfect Dark will enjoy yank up the controls to this one. The C buttons move forward and backward, left and right, and the analog sticks control your view. *Blade Runner* has a good amount while allowing for accurate aiming. The

Overall, *Steel Dawn* is a very good shooter that would have been great if they weren't games out of perfect track to compare it to. Then after taking in the cinematography, you will see that there has good game.

Platform:	Nintendo 64
Genre:	Shooter
Developer:	Acclaim
Publisher:	Acclaim

OVERALL RATING	8.5
Graphics	7.0
Sound	7.0
Control	8.0
Fresh Factor	8.0
Gameplay	8.5



## LEWIS TOWERS

By FIVE

[illegible]

Aerie Tennis has the standard "Mario-style" polygon-based graphics we've become so accustomed to, and as always, the colors are bright, cheery, and very cartoon-like. The polygon-based characters seem to breathe life into the arena, but maybe it's because it is used to render polygonal games on the N64.

The search hit exactly what you'd expect Ellen DeGeneres, but the added speech for Wynn, Mahoff, Bering, and others was a nice touch.

Controlling your shots is the first thing you've got to learn. If you don't learn how to aim your shots, there's no way to beat the CPU champion. The best way to learn how to aim your shots is in the ring right in the middle of the game. In ring stick, you have to accomplish certain goals, like hitting the ball through 100 floating rings in three minutes or less while receiving some extremely difficult shots from the computer. The ring stick is **TMARL**, but if you can complete it, you'll be solving heating the CPU champion. Once you've

For being playing like game for quite some time now, I've collected the two secret characters and I'm still having fun playing. I've determined to finish each of the ring shot challenges with every character available. I'm sure I'll be playing for a long time. The 4-player action is a blast if you can find 3 friends who are willing to admit they enjoy "Mario's" games or trivia.

MacServer,  
General  
Development  
Publishing

Merganser  
 Tiger  
 Merganser  
 Merganser

OVERALL RATING:	9.2
Graphics:	9.2
Sound:	8.2
Controls:	5.2
Fresh Factor:	5.2
Gameplay:	5.2





# SIGNATURE CODES

Welcome to the newest section of GameShark Magazine, Signature Codes! Each issue we'll be bringing you special codes that just don't fit into the normal sort of things. Look here for the coolest and the wildest GameShark codes you could imagine.

## Spider-man (PlayStation)

Our main web-slinger PING went completely nuts on this game, and in mid-hack dreamt the game's Debug Menu. Use the code below to access the finer points of the game, as well as break things to your own specifications.



grapple the area you want. Well, with this little code, you'll be able to latch onto almost anything, even the sky! Just run and shoot. Note that if you do fall too far (way from the sky down) you do have a higher chance of standing and falling, so use this code with caution if you're trying to go for the Grand Master Ranking.

**Extreme Grappling Hook**  
(You can use the grappling hook almost anywhere)  
8002480000

## Rayman 2 (Nintendo64)



Ah yes, the mascot with no arms and legs returns to the dimensional

Rayman's world is a huge place, with many secrets to be discovered (to help you out, PING has pulled a first and one of our little hero's abilities. Normally, when you press the jump button in a decent, Rayman will use his ho-ho as a helicopter blade and rap his descent. With this code, if you press the float button, Rayman will instead fly! This will help give you a great aerial view of the terrain, as well as a significant jump on the competition.

**Flying Rayman**  
8002480000  
8002480000



You can even warp mid-story, which makes it possible to be in front of your opponent, and the next set- and be behind him. Make sure you enter each code section precisely in players have their own set of codes.

**SPECIAL NOTE:** This will only work on Street Fighter 3: 2nd Impact, not Street Fighter 3.

**F1 Press L+R To Warp Up**  
7A2512640000E7  
4BA2900000000000

**F1 Press A+B To Warp Down**  
7A2512640000C7  
4BA2900000000000

**F1 Press Y+B To Warp Right**  
C5B2C0A50000409E  
135C3968000000FF

**F1 Press X+A To Warp Left**  
C5B2C0A50000409E  
135C396800000000

**F2 Press L+R To Warp Up**  
C830C0A5000040C7  
6A7B888800000000

**F2 Press A+B To Warp Down**  
C830C0A5000040C7  
6A7B888800000000

**F2 Press X+A To Warp Left**  
57B2C0A50000409E  
AA5B4C0000000000

**F2 Press Y+B To Warp Right**  
57B2C0A50000409E  
AA5B4C00000000FF



**Debug Phase Menu**  
8002480000

As if that weren't enough, you can now make "Spider-man invincible!" Use this to confuse the enemies and impress your friends.

**Press L2 To Become Invincible**  
8002480000  
8002480000

## Spider-man (Game Boy)

Sidetrack like last leaving the Game Boy owners out of the fun, so he's whipped up an extremely sweet code for those of you having too much trouble in the game. Use the following code to defeat your enemies in one blow!

**1 Hit Enemy KO**  
01000001

## Tenchu 2 (PlayStation)



One of the hottest games to grace the PlayStation gets one of the hottest codes in Tenchu 2, yours allowed to use a grappling hook to latch on to enemies, cliffs, and rooftops to scale.

over the enemy and take them out from above. However, the hook can be quite picky at times, and you won't be able to



## Street Fighter 3: Double Impact (Nintendo64)

Now for the code that allows you to do something you're not supposed to. In the Street Fighter 3 series,



Aluma used to be the only person that could walk across the screen.

Now, thanks to our Street Fighter fanatic, players can use the following codes to make Aluma of the characters warp. Even better, it's instantaneous!



## Using the PSX GameShark Pro Memory Editor

I've received several e-mails asking how to use the wonderful Memory Editor feature on the PSX Pro, so I wanted to answer as many questions as I possibly could in this hacking tip. Since the memory editor isn't exactly BASIC, I wouldn't suggest trying to understand it until THING you've read here. If you understand the basics of different GameShark codes, don't hesitate to follow along or start playing around with the memory editor on your own. It shows you all one of the many uses of the Memory Editor, how to change text in a game. I'll be using *WWF Smackdown* for this tip, so if you own a copy, feel free to follow along with me. No, without further ado, here is how to use the memory editor. Turn on your PSX GameShark Pro. (Note: This is pretty much the same process that you would take on the PS2 GameShark Pro, but due to space reasons, we're sticking with the PS version.)

**Step 1:** Start up your copy of *WWF Smackdown* and begin a single match exhibition game.

**Step 2:** Choose a wrestler and begin a match. (I chose "Stone Cold Steve Austin.")

**Step 3:** During the match, press the GameShark button and choose *Memory Editor*. (The GS button is located on the side of the GameShark.)

**Step 4:** Press the Select button while in the Memory Editor and an options menu will appear; highlight *Text Search* and press the X button.

**Step 5:** Using the D-Pad, enter the 1st part of your wrestler's name and press the X button to begin the search. (THG may take a few moments.)



**Step 6:** When you find your wrestler's name in the PlayStation's memory, highlight the 1st letter of their name and change it to a different letter using the Triangle and B buttons. (The map toggle between the number value of their name and the actual letters by pressing the R2 button.)



**Step 7:** Return to the game by pressing the start button and check to see if the 1st letter of their name has changed; if not, repeat steps 4 through 6 until you find the correct address.



**Step 8:** Once you've found the correct address, return to the Memory Editor, write down the addresses and original values, and then replace the character to whatever you wish.  
(I changed Stone Cold to FNG.)



**Step 9:** Write down the addresses and NEW values for the character's name.  
Example:  
Addresses and original values:  
308B7F9: 51 74 4F 4E 45 20 43 4F  
308B7F8: 4C 44 20 20 20 20 20 20

Addresses and NEW values:  
308B7F9: 4E 4E 47 20 20 20 20 20  
308B7F8: 26 20 20 20 20 20 20 20

**Step 10:** Press the start button to exit the Memory Editor and return to the game. The your wrestler's name has been successfully been changed; if it has, continue to step 11. If it has not, you'll have to start over.



**Step 11:** Convert the memory addresses and values to a usable GameShark code.

Break it down (FNG):  
Here is how the addresses you wrote down work:

308B7F9: 51 74 4F 4E 45 20 43 4F  
Use 308B7F9 contains the values for addresses 308B7F8 through 308B7F7  
51 is the 8-bit value of address 308B7F9  
74 is the 8-bit value of address 308B7F8  
4F is the 8-bit value of address 308B7F7  
4E is the 8-bit value of address 308B7F6  
45 is the 8-bit value of address 308B7F5  
20 is the 8-bit value of address 308B7F4  
43 is the 8-bit value of address 308B7F3  
4F is the 8-bit value of address 308B7F2

308B7F8: 4C 44 20 20 20 20 20 20  
Use 308B7F8 contains the values for addresses 308B7F7 through 308B7F0  
4C is the 8-bit value of address 308B7F8  
44 is the 8-bit value of address 308B7F7  
20 is the 8-bit value of address 308B7F6  
20 is the 8-bit value of address 308B7F5  
20 is the 8-bit value of address 308B7F4  
20 is the 8-bit value of address 308B7F3  
20 is the 8-bit value of address 308B7F2  
20 is the 8-bit value of address 308B7F1

**Need name info?**  
Here are the letters each value represents (from 308B7F9 through 308B7F0)  
No entry goes into these values to represent these characters, but *WWF Smackdown* happens to:

(30 = "S") (4C = "T")  
(74 = "C") (44 = "O")  
(4F = "A") (20 = Space)  
(4E = "S") (20 = Space)  
(45 = "T") (20 = Space)

(30 = Space) (20 = Space)  
(4E = "C") (20 = Space)  
(4F = "A") (20 = Space)  
Writing the GameShark code  
Here is how to write your new wrestler's name as a GameShark code:  
308B7F9: 4E 4E 47 20 20 20 20 20

Since each of these values is 8-bit (a value, not a byte), we need to use the 8-bit address prefix of 3 instead of the 16-bit address prefix.

The first value of 4E represents the F in FNG; it will be written like so:  
308B7F9 004E

The next value in our address will be 4E. (The H in THG)  
308B7F8 004E

The next value represents the first letter of any wrestler, the S in FNG.  
308B7F7 004F

Since I've reached the end of "FNG", I'll need to add the value for spaces to the remainder of our code:  
308B7F6 0020  
308B7F5 0020  
308B7F4 0020  
308B7F3 0020  
308B7F2 0020  
308B7F1 0020

308B7F0: 26 20 20 20 20 20 20 20 will look like:

308B7F9: 30 20 20 20 20 20 20 20  
308B7F8: 3020  
308B7F7: 3020  
308B7F6: 0020  
308B7F5: 0020  
308B7F4: 0020  
308B7F3: 0020  
308B7F2: 0020  
308B7F1: 0020  
308B7F0: 0020

And when you thought you were done, FNG shows more information at the end. Oh how you could write this as a 16-bit value! Well, you can, but let's go to sleep you know.

\*\* Do NOT read this if you are already confused! I'll put you to sleep. \*\*

If you wanted to write 308B7F9: 4E 4E 47 20 20 20 20 20 as a 16-bit code, it would look like this:  
308B7F9: 004E  
308B7F8: 004E  
308B7F7: 0047  
308B7F6: 0020  
308B7F5: 0020

Does it look stranger? If it does, you're rational something important, the addresses decrease by 2 and the value order links remain reversed.

**Break it down (FNG):**  
The address 308B7F9 is a 16-bit address. 308B7F9 covers both 8-bit addresses 308B7F9 and 308B7F8. (The F and the 9 in "FNG")  
To change 308B7F9 and 308B7F8 into a single 16-bit code, you need:

1. Change the 8-bit prefix 3 to a 16-bit prefix 9.  
2. Reverse the order of the values.  
An easy way to remember which to place the values is this:

Let's take the address 308B7F9 as our example. If the address has a value of 4E, then 4E will be placed at the end of the code 308B7F9 004E. If the address 308B7F8 covers 308B7F9 and 308B7F8, ask your self this: "Where the value of 4E placed when the address was 308B7F9?" The answer is at the end of the value list. (004E)  
308B7F9 004E  
308B7F8 004E

So you see the similarities! Everything is identical, except for the first digit of the address; therefore the value should be the same except for the first 3 digits.

I know I'll get plenty of e-mails asking me what the heck I was talking about, but I'm sure there's a few of you out there that understood what I wrote and appreciate the effort. And as I said at the beginning of this hacking tip, if you understand the basics of the GameShark code topics, you'll do just fine.

Happy hacking.  
www.gameshark.com

## Creating and Uploading A Code List

(for PSX G5 Pro, N64 G5 Pro, CDX Shark Link Users)

Have you ever sat down and entered GameShark codes 16 or more lines long with a console controller, only to accidentally choose "Exit & Discard" rather than "Exit & Save"? If you've been using a GameShark for as long as I have, I'm sure it's happened to a few of you out there at least once. Well, if you've got a PC, a Parallel cable and a G5 pro, you'll never have to worry about that again. CDX owners will need a Shark Link! If you hop over to our support section and find your way to the hacking utilities, you'll find some handy software that will allow you back your favorite PSX and N64 games as well as give you the ability to upload your own personal code list.

### \*\*NOTE\*\*

N64 and PSX GameShark Pro owners will be able to rewrite and upload an entire code list, while the CDX Shark Link users will only be able to add games to a code list.

The GameShark code list is merely a text file containing codes for various titles that has been compiled and inserted onto the GameShark. Today I'd like to show you how to create and upload a custom code list using the PSX and N64 hacking utilities.

### Step 1

Make sure you have the necessary utilities.

N64 GameShark Pro users can find the software at:  
[http://www.gameshark.com/stat/about\\_gshp\\_n64.html](http://www.gameshark.com/stat/about_gshp_n64.html)

PSX GameShark Pro users can find the software at:  
[http://www.gameshark.com/stat/about\\_pro\\_pcx.html](http://www.gameshark.com/stat/about_pro_pcx.html)

CDX Shark Link users can find the most recent version of their utilities at:  
[http://www.gameshark.com/spc/about\\_sharklink.html](http://www.gameshark.com/spc/about_sharklink.html)

### Step 2

Open up Notepad, WordPad, or Microsoft Word and begin typing up your code list. (I suggest using Notepad since there's no auto word wrap feature.) Here's an example of a working code list your GameShark will accept:

```

; *****
; "Street Fighter Alpha 1"

```

```

"Infinite Health PT"
80194116 0090

```

```

"Infinite Health 92" off
80194156 0090

```

```

; *****
; "Street Fighter Alpha 1"

```

```

"Everything Unlocked"
80114534 1111
80114113 1111

```

```

80114114 1111

```

```

"PI Infinite Health"
301a577c 00d1

```

```

"PI Infinite Super"
301b97d0 809e

```

```

; end

```

So, what the heck does all that mean? Well, it looks like it's about time to...

### Break it down FNG!

\*\*\*\*\*

The use of a semicolon simply tells the GameShark to ignore what immediately follows. I used it as a way to separate my games to keep it cleaner looking. You could certainly put anything after the semicolon and the GameShark will simply act as if nothing is there (Example:

```

; both use infinite HP and infinite firing Potions together!" "Name Of Game"

```

```

"Name Of Code"
80121456 1234

```

```

; end

```

\*\*\*\*\*

```

off

```

The use of the .off tag immediately following a code description tells the GameShark to set the default of that code to off (Example:

```

; *****
; "Name Of Game"

```

```

"Code Name" off
80121456 1234

```

```

"Code Name 2"
80121456 1234

```

```

; end

```

\*\*\*\*\*

The code with the .off tag need to it will be defaulted to off, and the code without it will be defaulted to on

### \*\*NOTE\*\*

There **MUST** be a space between the end quote in the code name and the .off tag!

```

; end

```

The .and tag simply tells the GameShark that it has reached the end of the codes for that game. (All

games must contain a .and tag at the end of the list of codes, even the last code in the ENTIRE code list requires a .and tag.)

### Step 3

Save your new code list in a .txt file (Example Name: FNG\_codes.txt)

### Step 4

Open your hacking utilities and go to the "Code List" tab located at the top of the window. In the box located under "Code list file to compile", type the location of the code list you saved in step 3. (It's easier to find it with the "Browse" button.) Click on the "Compile Code" button to get the codes ready to upload to your GameShark.

### Step 5

When the utilities are finished compiling, make sure the GameShark is at the main menu and press the "Upload Codes" button to flash the new code list to the GameShark.

You have now successfully uploaded a custom code list to your GameShark. If the utilities encountered errors while compiling, read through the following to resolve the problems. (The utilities will tell you what has caused it to fail.)

### Important things to remember:

- All code names and descriptions require beginning and end quotes (Example:  
"Dragon Cross"
- All codes should be 12 digits long with a space between the address and value (Example:  
"Max Gold"  
80114534 00FF  
800115AA 00FF
- All codes should be 12 digits long with a space between the address and value (Example:  
"Dragon Cross"  
80114534 00FF  
800115AA 00FF
- Return should be pressed twice after the game title, and after the codes under the description. Code Lists should NOT look like this:  
"Dragon Cross"  
80114534 00FF  
800115AA 00FF  
; end

\*\*\*\*\*

- Codes should be right under the code description with no extra returns present (Example:  
"Dragon Cross"  
80114534 00FF  
800115AA 00FF  
; end

Well, I know this was a bit confusing, but I hope faith in you still I know how hard it is to understand everything the utilities have to offer, but keep at it, you'll become a GameShark Pro in NO time!





[illegible]



## Parasite Eve II

The original Nintendo Era was a well-proven "conservative RPG," a thing I don't necessarily agree with. Don't get me wrong, it did have plenty of choices mixed with a few RPG elements, but it was clearly an adventure game. Though the RPG elements played well, I still felt like the game would have been more enjoyable had it been a pure action game and not an RPG. *—Andrew Ross*

We'll still get a few RFG elements tossed in, and they still play well (for the most

...just, but the game plays and acts like a long list adventure title. So much so that, instead of later it's going to be called a clone of a certain 'real' game that's been a 'real' life adventure game for a while now... with... with... there's how it sounds down.

[illegible]

the biggest pit: the screen will gray for a moment when you've entered into a battle, the gaunts looked out of your inventory list you either kill the creature(s) you're battling or you leave the area. You can still pop an HP refill in the midst of combat but once you see the screen turning gray it's either all, or a tie.

Killing is the worst way, of course. You'll have the obligatory mafia-style funeral at your disposal, a healthy mix of coffin types, and hand-to-hand weapons like axes and nightsticks, so there will always be more than one way to skin a dead pig. (We couldn't find a copy of *THE GODFATHER* in our local video store, but we did find a copy of *THE GODFATHER PART II*.)

The 41 shoulder braces were as good as lost, so I left off a few boards, and if you need to replace your 40-

As well, holding the start button in place will give you a menu of what's attached to your weapons tool screen. Just pick the item you want to use from that menu and jump back into battle. It's very easy to get used to and functions well in actual gameplay. Successfully dispatching of enemies will get you *Sanity Points (SP)*, which can be traded in for items, armor and weapons at various shops in the game.

Hurrying will be your best option during a good portion of the game. Simply telling an exit from the area you're in (e.g., a gate, stairs, etc.) will and

the basic sequence. Even if you miss a cheat giveaway. Though, you'll never really get away clean. We cost you a little bit, a BP every time you win away from a fight. Regardless, sometimes you just win!

Save the restrictions to this list. Be accurate. Enter every release you have to report from the last point you closed your gates. Leave empty any that are not. Although, as if you are a new dealer, you'll have only

IC requires at minimum (and, if you are then ready, you'll have only 10 minutes of recovery time) to get back to the point you stood at.

The other super player in "puzzle-solving," excellent 8-bit veterans will feel right at home with the majority of the "push pin button, open tile door" style puzzles, but others you'll run into will be downright diabolical, if you get whelmed or stuff like the 48 gauge puzzle in *CODE: Veronica* or

The SPC elements are the less noticeable in the cockpit. The 100-gpm DDP and 80 other warning lights. You'll be able to monitor sensors, status and systems too. We'll be able to readily receive messages with our own word

giant2: inordinate in your requests, and answer. And if you play the game well, you'd require a number of different, effective, and defensive magic spells to use both to send out of battle

So what role does the post-trial role of expert witnesses play in the courtroom? The answer, according to the original is a guess, but not a certainty. "You'll never know" he says, "the role of the expert, only now and then a member of an office will tell you what he or she has seen." (p. 100, *How the Courtroom Works*)

With only a few minutes to spare, the two men were talking about the future of the company. "I'm not going to be the one who gets the blame for the mistakes," says the man in the suit. "I'm going to be the one who gets the credit for the successes."

On camera, expect to see lots and lots of *Five Minutes* throughout the game...beautiful thing, I should say (but like I, because hell, we're talking about... so that's expected). They've not just saved the world...they've saved it.

After all, *1917* will be paying up all all of the key moments and bringing to life the plot twists of the story.



**Q:** Is PEZ or its typical PlayStation 3™? At the... such as... I would like to see... it could be... from... information...

through and through, in the veins of Kendall and Old Town.

A: If you played through the first you'll be able to jump right into the sequel. A lot of folks are saying the same, but has also changed, though. It's a safe bet that if you liked Bay City, you'll like this. What you need to see is

Q: Did *Agm. Brio* get better?

At 11:01 a.m. And there's a shower scene a little over halfway through the game. Very very small. Is that you, didn't know, the transformations, in Jay's collection have caused her to look younger despite her actual age.

**Q:** Throughout the game you'll be able to pick up items that seem to be useless. If you go into your inventory and find any items that seem to be useless, you can always throw them away.

Q. How many different seedlings are there?

And there are three different meetings. The first is very informal and funny. The next is strategic. The last meeting is real. I don't want to give too much away so I won't say any more.

A) Sometimes if you press the **SEARCH** button and look at the top you'll see a pulsing red dot, which you'll see  
 B) Sometimes if you press the **SEARCH** button and look at the top you'll see a pulsing red dot, which you'll see

Q: How long is the vowel?

Q: Is there anything extra after the final quest?

At first, once you have to print out watch the credits you be able to use your phone. If you're not, we'll let you know. You can play like game again in one of three different modes. Each mode will focus on one particular aspect of mammals. E.g., sections on 3D colour films, etc.).

Q: I heard that you're now on Squid's *Final Fantasy VII* soundtrack as a weapon in the game. Is that true?

As if you beat the game and get the best ending you'll receive this quote: "You're a hero. You're a hero."





## NUMBER 27 • OCTOBER 2000 \$10.00

# INTERVIEW WITH SHAWN ROSEN

## SENIOR PRODUCER OF DAVE MIRRA FREESTYLE BMX BY BIG



Video games are pretty close to the sport of BMX, what Tony Hawk's Pro Skater and Def Jam Fight for Reality have done for skateboarding. The best BMX game in date has just been released (Dave Mirra Freestyle BMX from Activision on the Sony PlayStation), and Gameshark has an interview with the man responsible for the success of BMX gameplay you'll be hoping.

**GAMESHARK:** How long have you been working in the gaming industry?  
**SHAWN ROSEN:** 7 years.

**How long have you been working on Mirra BMX?**  
 It's been a much longer process than the actual development of the game. Conceptual to company given light took almost a year in itself. Then finding the right developer took another 3-4 months, not including negotiating the development of the project. The actual development of the game is around 14 months. The entire process is about 1.5 years.

**How closely did Dave Mirra work with Activision on this project?**

Dave worked very closely with us, as did Ryan Reynolds and Mike Lind. They had a lot of involvement. Ryan and Dave did all the motion capture. Dave and Mike acted into provided a lot of input with feature supply. Dave and Mike were in Germany when we did the triple-trick for the three Unleashed moves.

**The soundtrack to this game is excellent; how were the artists and tracks chosen?**

I actually got ideas from a lot of places. I got inspired, one of the rules in Dave Mirra Freestyle BMX, which the music section for BMX had suggested. It was a big help in finding out what the big up and coming bands were as well as the ones currently on top. I also spent a lot of time doing listening sessions and paid a few bands I liked from various BMX videos.

**Many of the artists like Beastie or Cypress Hill create exclusive tracks for any of Activision's games. Is that the case in Dave Mirra Freestyle BMX or exclusive tracks. Do you ever want exclusive tracks for other Activision games? I live, eat and breathe Mirra BMX.**

**What's your favorite thing about Mirra BMX?**

There are a lot of really great things in Mirra but I would have to say the implementation of the soundtrack. This is not only the coolest thing in our game, but it's also revolutionary for the extreme games genre. One of the inspirations I had for developing Mirra was that you had to be able to make up time tricks as the fly. When you look at the sport of BMX, riders are always trying to outdo one another with a better line, new tricks, bigger air and better combinations. Because of this, I don't want to just limit the player to making up different combo strings. You can do that in our game too, but what makes our game totally unique is the fact that you can use any move with almost any other move and make a new trick out of it. Just like you can in real life. Example... While doing a backflip, we can take it one take one back off or both back off or I can take 1 fact or both feet off. I can even do a backflip. Nothing if I was fast enough. We have over 1,300 tricks in our game; that's nearly 1,000 more than any other game. When I start with the 24th frame, they understand exactly what I wanted, and The Game, the game designer, thought of the modifier. It works better than I could have ever hoped and it truly is revolutionary in the extreme games genre.

**Was there anything you would have liked to see changed or added to the game?**

As a franchise there always something you wanted that didn't get added but for Mirra I can't think of anything. For our first two releases we have a perfect balance of gameplay for the hardcore and casual gamers.

**How do you think Dave Mirra Freestyle BMX will compare to the forthcoming Matt Hoffman title?**  
 It's always great to have competition. It makes everyone strive to make a better product. However, given all the great things we created specifically for Dave Mirra Freestyle BMX to surpass it, I think the competition, I'm not the least bit worried.

**Can gamers look forward to a sequel to Mirra BMX?**  
 Yes they can. After all, our Slim Jim costume needs the water a spot to the angel.

**What would you like to see added in Mirra BMX 2, maybe a backflip without flame trails?**  
 A back flipper would be a nice to have future generation or Mirra. However, if we add a Back Flipper, it will be for next generation systems.

**Will there be a version made for the PSP?**  
 No current at this time.

**What other projects have you worked on?**

I've been back, but to name a few: Popstar on PC, PlayStation and Mac; Trickster on Dreamcast and PC; Madstar on Dreamcast and PC; Bravely II on N64; Trick PC I & 2.

**Which was your favorite one to work on?**  
 Dave Mirra Freestyle BMX is by far the best game I have ever produced for Activision.

**How do you feel about gamers using a prebuilt line the GameShark to enhance game play?**  
 I would rather gamers find finding the game on their own first and avoid tools like the GameShark when they thought they couldn't get a further or they already finished the game and wanted to watch new life into it by spinning up cheats and secrets.

**In your opinion, what's the best video game ever made?**

I would have to say Mirra as my #1 choice, but I'd had to pick a runner up. It would have to be Mario Bros.



# OR GO BIG OR GO HOME

**More than just a promotion - A philosophy on life...**

Go big means to take it all the way, blast past the rest, reach faster and higher, go for the gold, do it for glory or just bust out some wild moves. In this case, we're urging you to go out and stretch up as many Int'l. Gameshark and Performance brand videogame accessories as you can. But you're not doing it for us (although we very much appreciate the sales), you're doing it for yourself. You see, not only will you be getting your Int'l. little hands on some bad-ass accessories, you'll be racking up points and opportunities to score mad gear. Skateboards, snowboards, surfboards, bicycles, big metal electronics and wild adventure videogames could be headed your way. We'll be giving stuff away on a daily, weekly and monthly basis.

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Go big or Go Home, stay in school and respect your elders. But mostly, Go big or Go Home!

## PLAY WITH US



When Dave Mirra met Tony Hawk's videogames, he cut the creative effort, helping to promote our Go Big or Go Home event! Thanks Dave, the check is in the mail.

# game shark upgrading options

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You can send in your current version of the standard Gameboy GameShark along with a check or money order for \$29.99 and we will replace it with the GameShark Pro version 3.0.

As new upgrades are released, they will be posted on: [www.gameshark.com](http://www.gameshark.com).

## GAMESHARK FAQ

**How can I activate the Performance codes for the Game Boy GameShark Pro?**  
Before you begin, make sure the slide switch on top of the GameShark Pro is set towards the GS button. Follow the instructions in the GameShark Pro manual for entering and entering cheat codes. When you start the game you'll see "move switch to off for this game". At this point, slide the switch away from the GS button. On the game title screen, slide the switch back towards the GS button. The codes are now active.

**Is there an upgrade for the v1.9 GameShark CDE for PlayStation?**  
Yes, the v1.4 CDE upgrade CD is now available for \$5.99 (U.S. funds). Contact [support@gameshark.com](mailto:support@gameshark.com) or call (415) 395-4064 to place an order.

**Most of my PlayStation game titles won't work with preloaded codes, but some games like Dase, Turbine, Gran Turismo 2, Driver and Metal Gear Solid don't. Is my GameShark broken?**  
No, the GameShark isn't broken. These games have multiple variations and therefore there are different sets of codes that have to be entered. For example, if the codes for Metal Gear Solid aren't working then you need to enter the Metal Gear Solid v1.1 codes as a new listing. The additional version for these games are available from [www.gameshark.com](http://www.gameshark.com).

**How can I change the page on my Maximo Memory Card for PlayStation?**

On the system memory card manager screen, hold "L1", "R1" and "Start" on your controller until you see a blinking dot and then the current page number on the card display. To change the page, keep the "Start" button held and release the "L1" and "R1" buttons. You will continue to hold "Start" and then press "R1" to increase or "L1" to decrease the page number. When it's showing the page you want, release "Start".

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